

### **LISTING OF THE CLAIMS**

1. (Currently amended) A method for converting a two-dimensional (2D) image to a three-dimensional (3D) image for display through a micro optical medium, comprising:  
inputting to a digital computer a 2D file representing a two dimensional image;  
displaying a two-dimensional image corresponding to said 2D file;  
generating with said digital computer a depth map corresponding to said two-dimensional image;  
receiving a user-entered depth command assigning a first depth value to a portion of said depth map corresponding to a first area;  
assigning a second depth value to a portion of said depth map not corresponding to said first area;  
generating with said digital computer a parallax image of said two-dimensional image  
shifting said first area with respect to an area of said two-dimensional image within said first area, said shifting based on said first depth value and said second depth value;  
displaying an anaglyph image based on said two-dimensional image and said parallax image;  
receiving a user-entered rendering command and, in response, generating with said digital computer a rasterized, interlaced image file including alternating strips of said two-dimensional image and said parallax image for printing on a micro optical media;  
and  
printing said interlaced image file on said micro optical medium.
2. (Original) A method according to claim 1 further comprising:  
receiving a user-entered outlining command identifying said first area of said two-dimensional image.

3. (Original) A method according to claim 2 wherein said receiving a user-entered outlining command includes receiving, via a graphical user interface, a trace command identifying an outer peripheral line of said first area.
4. (Currently amended) A method according to claim 1 wherein said generating with said digital computer a parallax image of said two-dimensional image includes pre-shifting said first area in a direction opposite a direction of said shifting, such that when said image is viewed through said micro-optical medium it appears at a lateral position substantially co-located with its original position within said image.

5. (Currently amended) A method for converting a two-dimensional image to a three-dimensional image for display through a micro optical medium, comprising:
- inputting to a digital computer a 2D file representing a two dimensional image;
  - displaying a two-dimensional image corresponding to said 2D file;
  - generating with said digital computer a multi-layer information file having information defining a multi-layer image, said defining including establishing a number of layers and a parallax information establishing a distance between at least a first and a second of said layers;
  - receiving external commands associating a first area of said two-dimensional image to said first layer of a multi-layer image and associating a second area of said two-dimensional image to said second layer of said multi-layer image;
  - generating with said digital computer a first projection of said image of said multi-layered image representing a left eye view and a second projection of said multi-layer image representing a right eye view; ~~said projection based on;~~
  - displaying an anaglyph image based on said first projection and second projection;
  - receiving external layer movement commands changing said distance between said first layer and said second layer;
  - displaying an updated anaglyph image based on said received layer movement commands;
  - generating with said digital computer at least a first frame and a second frame, said first frame representing a projection of said multi[[p]]-layer image onto a first left eye image plane and said second frame representing a projection of said multi[[p]]-layer image onto a first right eye image plane;
  - generating with said digital computer an interlaced file including alternating strips of said first frame and said second frame; and
  - printing said interfaced image file on said micro optical medium.